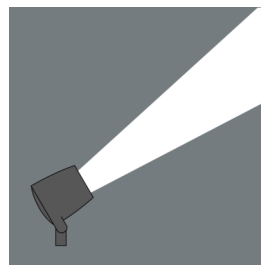
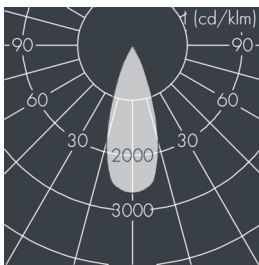
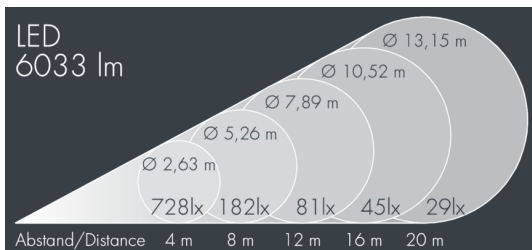




Monospot 4

8 904 245 349
70 W, 6048 lm, 4000 K neutral white, Zhaga 18,
medium wide beam 36°



Customized solutions and modifications are possible: Special RAL, DB or NCS colours as polyester powder coat, luminaires in 2700 K and other colour temperatures and versions for high ambient temperature.

Specification text

housing made of corrosion-resistant die-cast aluminum AlSi12, polyester powder coated by high-quality and UV-stabilized coating process, Colour: black RAL 7021, all exterior parts are stainless steel, tempered safety glass, anti-reflective coating from 1 side, dark screenprint, silicon gasket, closure with 3 stainless steel screws, for installation on poles Ø 60 - 100 mm, tiltable base made of powder coated aluminum, 2 drilled holes Ø 9 mm, spacing 95 mm, 1 centre hole Ø 13.5 mm, tilt range: 90°, 360° adjustable, cable gland: M20, connecting terminal: 3 pole, highly efficient faceted rotationally symmetrical reflector, Integral driver D4i (AC/DC), CRI > 80, max 2 SDCM, service life L90/B10 > 50.000 h, Beam angle (FWHM): 36°, luminous flux: 6048 lm, wattage: 70 W, delivered lumens 86 lm/W, protection type IP67, protection class I, impact resistance IK08, windage area 0,075 m², weight 5.1 kg

The modular luminaire design makes the replacement of components possible. The product meets the demands of the applicable EU guidelines and product safety regulations and bears the CE and ENEC marks.



IP67 IK08

Specification

Wattage	70 W	Beam angle (FWHM)	36°
Delivered lumens	86 lm/W	Housing colour	black RAL 7021
Light source	LED 4000 K	Power supply cable	Ø 6 – 13 mm
Color Rendering Index	CRI > 80	Protection type	IP67
Colour tolerance	max 2 SDCM	Protection class	I
Lifetime ta 25° C	L90/B10 > 50.000 h	Impact resistance	IK08
Control gear	Zhaga 18	Windage area	0,075m²
Input voltage AC	220 – 240 V	Weight	5,10 kg
Input voltage DC	220 – 240 V	Max. ambient temperature ta	35°
Voltage protection	6 kV L/N 10 kV L/PE		
Luminaires per B16A / C16A	25 / 29		